



# Choreography

## KEY THOUGHT: DESIGN

**DEFINITION:** An intentional, developed and / or original arrangement of all movements according to the principles of proportion, unity, space, pattern, structure and phrasing.

The skater must have the skills to be able to show this composition so that they can stay on the phrasing of the music. For example, not interpret the music, but use the criteria to bid all parts of the program.

## CRITERIA:

- Purpose (idea, concept, vision, mood):** To reward the intentional and quality design of a program.
- Proportion (equal weight of all parts):** Each part and section has equal weight in achieving the aesthetic pursuit of the composition.
- Unity (purposeful threading of all movements):** A program achieves unity when: every step, movement and element is motivated by the music. As well, all its parts, big or small, seem necessary to the whole, and there is an underlying vision or symbolic meaning that threads together the entire composition.
- Utilization or Personal and Public Space:** Movement phrases are distributed in such a way they communicate from every angle in a 360 degree skater-view relationship.
- Pattern and Ice Coverage:** Movement phrases are designed using an interesting and meaningful variety of patterns and directions of travel.
- Phrasing and Form:** A phrase is a unit of movement marked by an impulse of energy that grows, builds, finds a conclusion, and then flows easily and naturally into the next movement phrase. Form is the presentation of an idea, the development of the idea and its conclusion presented in a specific number of parts and a specific order for design.
- Originality of Purpose, Movement and Design:** Originality involves and individual perspective of movement and design in pursuit of a creative composition as inspired by the music and underlying vision.

**Pairs dance & synchronized skating:** Each skater has equal roles in achieving the aesthetic pursuit of the composition with equal steps, movements and a sense of purpose in unifying the composition.

# Choreography



## “Design”

- Purpose (idea, concept & vision)
- Proportion (equal weight of parts)
- Unity (purposeful threading)  
Space
- Pattern & ice coverage
- Phrasing & form (movements and parts match phrases)
- Originality of purpose, movement & design

# Choreography



**Purpose or Idea:** This can be a story, a character, or simply the interpretation of a musical composition.

- What is this about?
- Does the audience “get it”?
- Movements and elements are arranged in a sequence with the purpose of communicating that purpose or idea
- The *coherence of the whole* becomes more than each movement



# Choreography



**Structure and pattern:** Distribution of technical elements in a logical and pleasing pattern

- Jumps in different areas
- Spins in different areas
- Varying linear and circular movement
- Using the entire performing area to showcase program
- Being conscious of “sight lines” to audience

# Choreography



**Body Design and Dimension:** The body of the skater is the instrument that creates the design and dimension in space

- ✓ The greater use of space creates more impact to the audience
- ✓ Use “range of motion” to maximize design
- ✓ Avoid monotonous repetitive movements that create the same design
- ✓ Remember that the ice surface is a stage—a “theater in the round”



# Choreography



## Music and Movement Phrasing:

- Pay special attention to the “opening”, for this “sets the stage” and engages the viewer into the performance
- Match the movements to make sense to the music— if the music builds, so should the movement
- Highlights in music should match corresponding movement—never skate through them!
- Create special interest—originality
- Pay attention to the ending, the final moments to impart the message to the audience

# Strategy: Choreography



- Structure your program with an idea or purpose, and think how to continue that idea throughout the entire program
- Set your program to the **obvious highpoints** of the music
- Start and finish towards **center ice**
- Start your program with **clear and interpretive** movements that will quickly engage the judges



# Strategy: Choreography



- Try to **avoid** using arms in the **same, common** position (like 3 o'clock-9 o'clock)
- Try to think how to use arms to “**fill design**”, while setting up for an element
- Use the body at **different levels**, not all like “you’re swimming on the surface of the water”.  
Dive Under!! Reach Up!!